smart card is combined with related security data contained in the game software as a protection against counterfeit trading cards.

IN THE CLAIMS:

Kindly cancel claim 15, without prejudice or disclaimer.

Kindly amend the claims as follows:

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5.   (Amended) The system of claim 4,

said remote computer system including data identifying a relationship between selected ones of said card-specific codes with a card-type code; wherein

said security software compares said card-specific code and card-type code to said relationship data to determine the validity of said embedded-chip trading card.

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11.   (Amended) The system of claim 1, said trading card information relating to sports figures and comprising statistics and biographical information about said sports figures.

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14.   (Amended) The system of claim 12, wherein said card-type code corresponds to one of said sports figures and said remote computer system will only assign said one of said sports figures to one player in said interactive games.

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17.   (Amended) The system of claim 1, wherein said communications network is the Internet.

18.   (Amended) A system for playing a game comprising:

a smart card containing a stored program containing information regarding a game to be played on a remote computer server;

a computer having a smart card reader for reading said information and a display for displaying game information derived from said smart card, said computer including an internet connection; and

a remote server connected to an internet connection containing a computer program for playing a game with said computer, said remote server connecting to said computer over said Internet connections in response to a request received from said computer through said internet connection, and downloading to said computer a game for display on said computer display which permits said game to be played.

22.   (Amended) The system according to claim 21 wherein said computer displays on said display said status information downloaded from said remote server.

27.   (Amended) A system for playing a game comprising:

a smart card containing a stored program containing information regarding a game to be played on a computer; and

a computer having a smart card reader for reading said information and a display for displaying game information derived from said smart card, said computer including a computer program for playing a game with said computer, said computer program being programmed to display a game selection for display on said computer display which permits said game to be played.

Kindly add the following new claims 35-50 as follows:

35.   (New) A system for playing a game comprising:

a smart card containing a processor and a memory for storing information relating to a game being played;

a local computer system for communicating with said smart card and establishing an Internet connection;

a remote server connected to communicate with said local computer system over said internet connection, said remote server executing game playing software with said local computer system using information transferred from said smart card.

36. (New) The system for playing a game according to claim 35, wherein information relating to the playing of said game is downloaded from said server and stored in said smart card.

37. (New) The system for playing a game according to claim 35, wherein said information related to the playing of said game is stored in said smart card is displayed each time said smart card is read by said local computer system.

38. (New) A method for facilitating playing a game on a remote computer system which communicates with a local computer comprising:

programming a smart card for interaction with said local computer to incorporate a security algorithm, and game playing identification data into said smart card arranged for transfer via said local computer to said remote computer system to authorize said remote computer system to allow game play with said user.

39. (New) The method according to claim 38 wherein the programming also includes storing in said smart card an identification number unique to said card.

40. (New) The method according to claim 38 further comprising providing storage capacity in said smart card to permit said smart card to store data from said remote computer system.

41. (New) In a system for playing a game using a local computer in communication with a remote computer system which executes game playing software, a method for playing said game comprising:

up loading security information from a smart card being read by said local computer to said remote computer system; and

using said security information at said remote computer system to verify said user is an authorized card holder.

42. (New) The method according to claim 41 further comprising:

down loading from said remote computer system to said smart card data produced during playing of a game.

43. (New) The method according to claim 42 further comprising:

down loading text from said remote computer system to said user for display on said local computer.

44. (New) The method according to claim 41 further comprising downloading from said remote computer system to said local computer game selections for said user to select.

45. (New) A method for facilitating playing of a computer game on a remote computer system in communication with a local computer, comprising:

uploading to said remote computer system card specific information and game specific information from a smart card being read by said local computer; and

using said card specific information and game specific information to verify said user is an authorized card holder.

46. (New) The method according to claim 45 further comprising downloading information produced from playing said game and storing said information on said smart card.

47. (New) The method according to claim 45 further comprising maintaining a data base of information relating to each smart card at said remote computer system, representing game playing data unique to said smart card, and updating data stored in said smart card with said information.

48. (New) A method for facilitating playing a game on a computer comprising:
programming a smart card for interaction with said computer to incorporate a security algorithm and game playing identification data into said smart card arranged for transfer to said computer to authorize said computer to allow game play with a user of said computer.

49. (New) The method according to claim 48 wherein the programming also includes storing in said smart card an identification number unique to said card.

50. (New) The method according to claim 48 further comprising providing storage capacity in said smart card to permit said card to store data from said remote computer system.

REMARKS

Claims 1-14, 16-50 are pending in the application. Favorable reconsideration of the application is requested.

Withdrawal of the rejection of claims 17-22 under 35 U.S.C. § 112 is requested. The claims have been amended to avoid the concerns raised in the Office Action, and are otherwise believed to be in conformance with 35U.S.C. § 112.

The concerns raised in the Office Action that claim 13 appears entirely functional is noted. However, it is clear that the computer system is capable of carrying out the recited functions. Accordingly, the claim is in a statutory form as pointing out the function that the computer performs.